DOMINION

A ruleset for Domain-level play in the Old-School Essentials Roleplaying Game

Introduction

Herein are simple rules that expand upon the Domain-level play of the Old-School Essentials Roleplaying Game. The intent of these rules is to create an easy-to-follow guide for how to build and run a Domain over a hex map of wilderness.

The Dominion Sequence

Sequence per Dominion Turn (Week).
1. **Domain:**
    a. **Civilians arrive:** In each 6 mile hex, update the total Civilian number.
    b. **Build:** Homes, Farms, Mills and Garrisons with spare Industry Points or the Treasury.
    c. **Update Points:** Population, Agriculture, Industry and Military Points.
2. **Stronghold:**
    a. **Receive Tax:** 2sp per Civilian in the Domain and add the value to the Treasury.
    b. **Pay Companies:** Deduct the value from the Treasury.
    c. **Manage Investments:** Deduct the value from the Treasury.
3. **Military:**
    a. **Manage Companies:** Recruit, move then combat.

The Company Combat Sequence

Sequence per Combat Round (10s).
1. **Declare Spells and Retreats**
2. **Initiative:** Each side rolls 1d6.
3. **Winning side acts:**
    a. **Enemy Company checks morale**
    b. **Movement:** Determine terrain modifiers.
    c. **Missile attacks:** Determine combat situations.
    d. **Spell casting**
    e. **Melee attacks:** Determine combat situations.
4. **Other sides act:** In initiative order.

Domains

A Domain is a 6 mile hex that has been cleared of monsters and is ready for settlement by loyal Civilians.

Civilians.

After a Stronghold is built, the Numbers Appearing amount of each Classes relevant race of Civilian will begin to appear per Dominion Turn, within each 6 mile hex of a Domain.

Population Points.
- A Domain begins with 1 Population Point, which supports up to 100 Civilians.
- Increase a Domain's Population Points by building 10 Homes (as Wooden Civilian Buildings) per point. 1 Home houses 10 Civilians.
- Farms, Mills and Outposts require 1 Population Point each to function.

Agriculture Points.
- A Domain supports 2 Population Points per 1 Agriculture Point.
- Increase a Domain's Agriculture Points by building Farms (as Stone Civilian Buildings) on a Domain's 1 mile sub-hexes.
- Spare Agriculture Points can be used to support another 6 mile hex's population.

Industry Points.
- A Domain supports 1 Industry Point per 2 Agriculture Points.
- Increase a Domain's Industry Points by building Mills (as Stone Civilian Buildings) on a Domain's 1 mile sub-hexes.
- Spare Industry Points are worth 1000gp and can be used as Construction Materials or added to the Treasury.

Military Points.
- A Domain supports 1 Military Point per 2 Industry Points.
- Increase a Domain's Military Points by building Garrisons (as a Tower) on a Domain's 1 mile sub-hexes.
- 1 Military Point supports up to 100 Soldiers.

Strongholds

The Stronghold is the capitol of a Domain, it is the focal point of one's rulership. Should they capture the Stronghold of an enemy; the enemies' Treasury, Domain and Civilians become theirs if they so decide. Similarly, if one's Stronghold is captured by their enemy then they too are at the whim of their conqueror.

Size.
A Stronghold grows as is necessary to sustain its population as per the Town Size table.

Class Strongholds.
Each Class has its own interpretation for how a Stronghold is built, but only Class Strongholds capable of becoming a Barony may expand into adjacent 6 mile hexes.

Taxes.
Each Civilian is taxed 2sp a week except for Soldiers, whose service is rewarded by being tax-exempt.

Treasury.
A Treasury is the sum total of the Domain's wealth and is located in the Stronghold. Costs for the construction of Homes, Farms, Mills, Garrisons, Investments and the payment of Companies are withdrawn while Taxes and spare Industry Points are deposited.

Investments.
Funds may be spent from the Treasury in the pursuit of personal and opportunistic gain.

Paying Companies.
Pay the Companies their relevant wage per week according to its unit type, which doubles during war-time.

Military

Recruitment.
Unemployed Civilians can be conscripted into the ranks of a Company that numbers up to as many Military Points as the Domain can support.

Companies.
A Company acts as a singular unit of its Soldier type, which is composed of the average individuals HP and average Damage Output (DO), duplicated by the number of individuals in the Company.

Commanders.
A Player Character or a Retainer must command a Company, they get to act independently of it and if they are slain in battle then the Company must make a Loyalty check.

Combat.
Two Companies clash as per the normal Combat rules but with minor differences to facilitate large scale fighting.

- **Attacking.**
  The attackers thAC0 will be compared to the defenders AC, the resulting To Hit score will determine the percentage of DO that is inflicted on the Defenders HP, instead of rolling a die to hit.
  The rule-of-thumb is: (To Hit score) x 5 = % To Miss, to a maximum of 95%.

- **Defending.**
  After being attacked, divide the attackers DO that round by the defenders average individual HP and the result is how many of the defenders died in that round. The defender calculates their Companies' total HP and DO again and uses the new results.